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Subject: Re: Crash dump

Posted by [StealthEye](#) on Thu, 09 Aug 2012 23:32:57 GMT

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It seems that there had been 260 players in game. Renegade's data structures only allow for storing 256, so it caused a buffer overflow, which in turn caused this crash.

I'm not sure if I can fix this. I can (and will) fix this particular crash, but it is likely that Renegade uses similarly sized buffers elsewhere, which would also cause crashes or bugs.

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